Group 0617 Presentation

- Tzu-Ching Yen
- Jiahe Lyu
- Zhuoyue Lyu

WELCOME!

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Tzu-Ching Yen:
- Design and implement the game "Memory"
- Implemented feature to make "Sliding Tile" game solvable
- Unit tests for some of "Sliding Tile" and most of "Memory"

Jiahe Lyu:
- Design and implement the game "2048"
- Extract similar classes to a generic superclasses
- Unit tests for all about game "2048"

Zhuoyue Lyu:
- Refactor all activity classes (Follow MVC) to View and Controller
- Build SQLite databaseHelper, scoreboard/leaderboard (Adapter pattern)
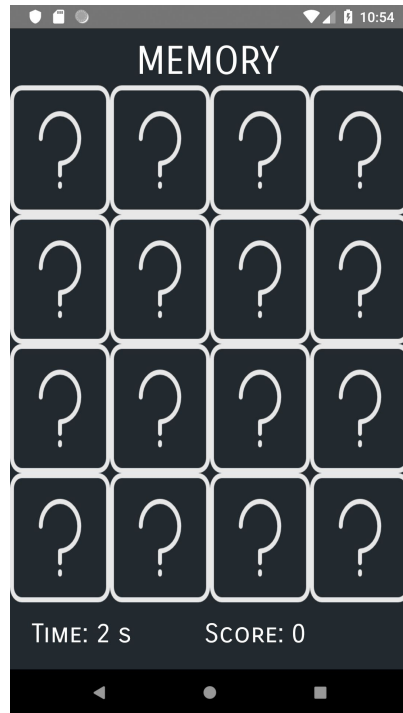- Wrote the Instrumented tests for all controllers. Redesign the UI

Major Contribution

Memory Game& Game Related Classes

Presented by:

Tzu-Ching Yen

© GenericBoard
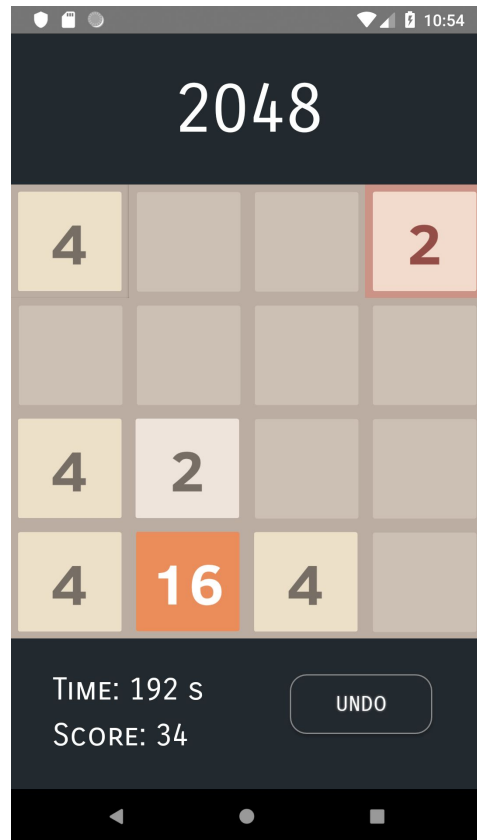© GenericBoardManager
© GenericTile

2048 Game& Generic Activities

Presented by:
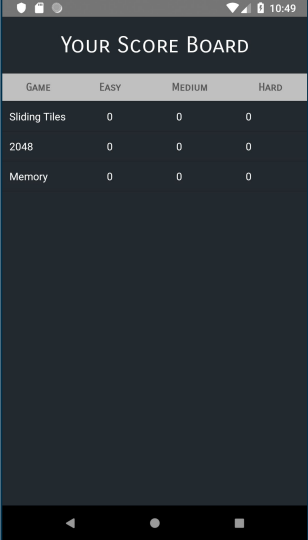
Jiahe Lyu

GenericGameActivity

GenericStartingActivity

Database & Scoreboard

Presented by:

Zhuoyue Lyu

Involved:

- SQlite database
- Adapter pattern
- MVC pattern

Testing

Test Summary

13	0	3.492s
tests	failures	duration

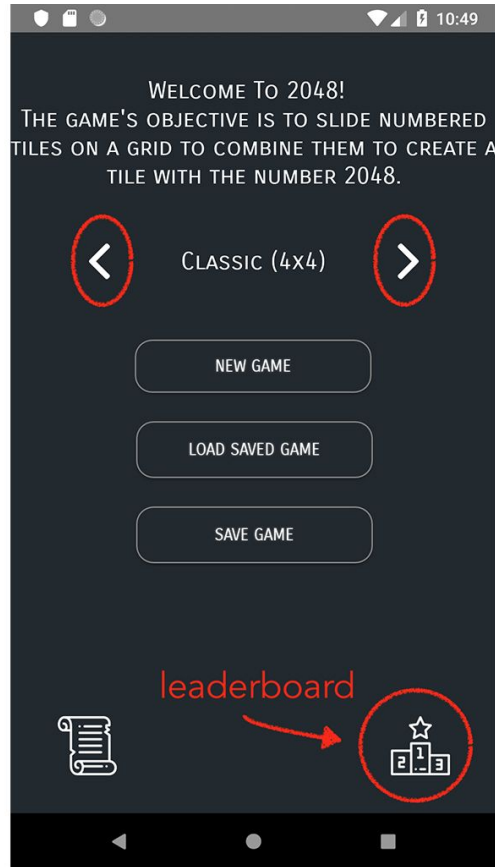**100%**
successful

Packages **Classes**

Class	Tests
group_0617.csc207.gamecentre.DatabaseHelperInstrumentedTest	6
group_0617.csc207.gamecentre.gameSlidingTiles.GameActivityControllerTest	1
group_0617.csc207.gamecentre.viewAndController.LeaderboardActivityControllerTest	2
group_0617.csc207.gamecentre.viewAndController.MovementControllerTest	1
group_0617.csc207.gamecentre.viewAndController.ResultBoardActivityControllerTest	2
group_0617.csc207.gamecentre.viewAndController.ScoreboardActivityControllerTest	1

Welcome To 2048!

The game's objective is to slide numbered tiles on a grid to combine them to create a tile with the number 2048.

‹ Classic (4x4) ›

NEW GAME

LOAD SAVED GAME

SAVE GAME

leaderboard

Leaderboard

RANK	COMPETITORS	POINTS
1	Lucas	500
2	Brady	333
3	Lily	277

Thank you!

We really appreciate your time~